ABSTRACT OF THE DISCLOSURE

A method of providing an interactive broadcast
program with participation of multiple participants,
through a data network, which reduces peak load problems on
both supporting server(s) and the network. Specifically, a
5   relevant interactive application is split into two portions
and downloaded, via the network, to each participant's
device with those portions downloaded at different times.
A major application portion is downloaded well in advance
of the broadcast with a much smaller remaining portion,
10   including audience questions, synchronization information
and a time slot designation, downloaded in relatively close
temporal proximity to the broadcast. Interaction between
each participant and the interactive broadcast, e.g.,
providing answers to the questions, are collected by that
15   participant's device while it is not connected to the data
network and subsequently transmitted, via the network, to,
e.g., a registration server, during the designated time
slot subsequent to the broadcast.